

# Introduction

## General

At this point, mining, chopping down trees, foraging, hunting and "*harvesting the land*" have been mentioned as gathering activities. Some of these activities will require tools, others won't. Gathered materials will be used in [crafting](#) and [building](#).

A "resource simulation system" was mentioned in regards to how resources spawn and there will be room to make "stupid mistakes" in conjunction with that system. It's currently unclear what that means. Maybe blocking an important resource spawn point by placing a [plot](#). This will stop the resource spawns within the plot.

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